



City Council Meeting AGENDA

REGULAR MEETING MONDAY, JULY 11, 2016 7:00 PM

MAYOR: GENE WINSTEAD

**COUNCILMEMBERS: CYNTHIA BEMIS ABRAMS
DWAYNE LOWMAN
JACK BALOGA**

**TIM BUSSE
ANDREW CARLSON
JON OLESON**

To address the Council on an item from the agenda, please approach the podium, ask to be recognized, clearly state your name and address, and sign the roster. Comment on items not on tonight's agenda during the Public Comment Period. Assistive listening devices are available for those who may need them.

View regular meetings live or via archive at BloomingtonMN.gov, keyword: Webcast. Catch the replay on Comcast cable by tuning to Bloomington TV channels 14(SD) and 859(HD) and CenturyLink Prism TV channel 8214, the Wednesday after a meeting at 7:00 p.m. and the following Thursday at 1:00 a.m., 7:00 a.m. and 1:00 p.m.

***BloomingtonMN.gov:** A yearly meeting schedule is available in the Council section. Also posted in this section are agendas (the Friday before a regular meeting), synopses (within a few days of a meeting), and the official minutes.*

1. WELCOME

- 1. GREETING TO COUNCIL
- 1.1. CALL TO ORDER - 7:00 PM

2. INTRODUCTORY

- 2.1. FLAG PRESENTATION

3. CONSENT BUSINESS

- 3.1. Bloomington Ice Garden Rental Agreement with FSC of Bloomington
- 3.2. Approve Amendment to Master Grant Contract with Minnesota Dept. of Health
- 3.3. Accept Donations
- 3.4. John Rudd; 141 E. 105th St. Circle; Variance
- 3.5. Authorize Wireless Lease Amendment AT&T; 10810 Bloomington Ferry Rd.
- 3.6. Meeting Minutes City Council - Approval

4. PUBLIC COMMENT PERIOD

- 4.1. Response to Prior Meeting's Public Comments
- 4.2. Public Comment

5. LICENSING DIVISION: PUBLIC HEARINGS

6. DEVELOPMENT BUSINESS: PUBLIC HEARINGS

7. TRANSPORTATION & UTILITY IMPROVEMENTS: PUBLIC HEARINGS

8. ORDINANCES: PUBLIC HEARINGS

9. OTHER: PUBLIC HEARINGS

10. ORGANIZATIONAL BUSINESS

10.1. City Manager and Council Update

10.2. Interviews and Appointment of City Council At Large Member

10.3. Reappointment to Commissions

11. ADJOURN